Scratch Basic Game Project 1

Using scratch you will be building a basic game that involves elements we have discussed and demonstrated in class.

Those elements include:

* Player Movement
* Building a Map
* Collision Detection
* AI controls
* Creating constant moving objects
* Using Variables to store numbers/information
* Using mouse control

It is entirely up to you how you want your game to work and what the overall objective of your game is. I highly encourage you to go beyond the basics that we have learned and include some of your own elements into your game. Challenge yourself to find new and interesting aspects to include.

**DUE DATE: Wednesday October 8, 2014**

RUBRIC:

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|  | **5 – Excellent** | **4 – Good** | **3 – Average** | **2 – Below Average** | **0 – Not Included** |
| Elements Included | Basic elements are included and new features are also added in | All basic elements are included | Most of the basic elements are included | Few of the basic elements are included | Little to no basic elements are included |
| Visual Aspects | Outstanding visual graphics and overall appeal. Various animations are included. | Good visual graphics and overall appeal. Attempts are made at including animations | Basic graphics are used. Visuals are not as clean and clear as they could be. No animations are attempted. | Basic graphics are used. Does not appear clean and flaws are apparent. | Does not go beyond basic lines and original sprite. |
| Logic | Logic and scripts are clean, efficient and problem free. Game works exactly as intended | Logic and scripts are mostly clean and problem free. No efficiency problems. Game works with little flaws | Some problems in the logic. A few efficiency issues. Game works but has flaws. | Many problems in the logic. Very clear efficiency issues. Game has large flaws | Major flaws throughout the game. Does not play the way it was intended. |